

IN THE CLAIMS:

Please amend claims 1-6, 8-11, 13-25 and 29, cancel claims 7, 12, 26-28 and 30-44 without prejudice and add new claim 45 as follows:

1. (Currently amended) ~~An interface~~ A method for displaying data of a display system, comprising:

outputting one of first data including and second data, the first data comprising at least one of an image and a text according to an operation active mode of a display system and the second data comprising at least one of a still image and still text according to a standby mode of the display system; and

being inputted receiving the second data through an I2C interface in a the standby mode of the display system and displaying the received second data image and text on a screen, of the display system; and

being inputted receiving the first data through a video codec in an the active mode of the display system and displaying the received first data image and text on the screen of the display system, wherein the video codec is not operated in the standby mode.

2. (Currently amended) The ~~interface~~ method for ~~the display system~~ according to claim 1, wherein the second data is displayed on the screen without passing through the video codec when the ~~operation mode~~ display system is in the standby mode.

3. (Currently amended) The ~~interface~~ method for ~~the display system~~ according to claim 1, wherein the image according to the active mode of the display system is a still image, one of a moving picture and an animation.

4. (Currently amended) The ~~interface~~ method for ~~the display system~~ according to claim 1, wherein the second data includes comprises an animation and/or a text to be displayed as a background of a one of the still image and or only text only.

5. (Currently amended) The ~~interface method for the display system~~ according to claim 1, wherein the first data and second data is are transmitted to a memory, and written in the memory ~~and displayed on the screen~~.

6. (Currently amended) The ~~interface method for the display system~~ according to claim 5, wherein transmitting and writing data in the memory includes comprises the steps of:

outputting sequentially a byte for slave address, a byte for mode setting and a byte for pixel data when the data is burst data;

outputting sequentially a byte for slave address, a byte for mode setting, a byte for area start address, a byte for area end address and a byte for pixel data when the data is area data;

outputting sequentially a byte for slave address, a byte for mode setting, a byte for line address, and a byte for pixel data when the data is line data; and

outputting sequentially a byte for slave address, a byte for mode setting, a byte for pixel address and a byte for pixel data when the data is pixel data in order to write the data in the memory.

7. (Cancelled)

8. (Currently amended) The ~~interface method for the display system~~ according to claim 6, wherein a pertinent bit of the byte for slave address is set as “1” when the data is image data, and the pertinent bit of the byte for slave address is set as “0” when the data is text data.

9. (Currently amended) The ~~interface method for the display system~~ according to claim 6, wherein the byte for mode setting includes an image/text classification bit, a data type classification bit and an ~~EOF~~ (end of frame data) end of frame data (EOF) bit informing the end of frame data.

10. (Currently amended) The ~~interface method for the display system~~ according to claim 9, wherein the EOFD bit is set as "1" when data of one frame is transmitted at one time.

11. (Currently amended) The ~~interface method for the display system~~ according to claim 6, wherein a display type bit and an OSD (On Screen Display) memory selection bit of the byte for mode setting in the burst data outputting step are set so as to be corresponded to an access method of a main CPU (Central Processing Unit).

12. (Cancelled)

13. (Currently amended) The ~~interface method for the display system~~ according to claim 1, further including comprising:

setting the an operation (active, standby, power down) mode comprising one of the active mode, the standby mode and a power down mode by one of using a control register, or selecting a position of OSD (on screen display) regions, and or determining an on/off state of the selected OSD regions.

14. (Currently amended) An interface apparatus for displaying data of a display system, comprising:

a main CPU (Central Processing Unit) outputting one of first data including and second data, the first data comprising at least one of an image and a text according to an operation active mode of a display system and the second data comprising at least one of a still image and still text according to a standby mode of the display system;

a video codec being inputted the data receiving and outputting the first data by interfacing with the main CPU in accordance with the operation active mode of the display system; and

a driver being inputted receiving one of the first data and the second data, the first data received through the video codec in accordance with the operation active mode of the display

system or being inputted and the second data from the main CPU received through an I2C interface of the main CPU in accordance with the standby mode of the display system and displaying the inputted received image and text data on a screen of the display system in the standby mode, wherein the video codec is not operated in the standby mode.

15. (Currently amended) The ~~interface apparatus for the display system~~ according to claim 14, wherein the second data is displayed on the screen without passing through the video codec when the ~~operation mode~~ display system is in the standby mode.

16. (Currently amended) The ~~interface apparatus for the display system~~ according to claim 14, wherein the driver is a LCD (liquid crystal display) driver.

17. (Currently amended) The ~~interface apparatus for the display system~~ according to claim 14, wherein the display system is a LCD system ~~the operation mode of the system is an active mode and a standby mode of a LCD system.~~

18. (Currently amended) The ~~interface apparatus for the display system~~ according to claim 14, wherein the main CPU transmits the second data to the driver through the I2C interface when the ~~operation mode~~ display system is in the standby mode.

19. (Currently amended) The ~~interface apparatus for the display system~~ according to claim 14, wherein the video codec is inputted receives the first data and outputs the received first data to the driver by interfacing with the main CPU when the ~~operation mode~~ display system is in the active mode.

20. (Currently amended) The ~~interface apparatus for the display system~~ according to claim 14, wherein the driver is directly receives inputted the second data from the main CPU

and displays it the received second data on the screen when the operation mode display system is in the standby mode.

21. (Currently amended) The interface apparatus for the display system according to claim 14, wherein the image according to the active mode of the display system is comprises a still image, one of a moving picture and an animation.

22. (Currently amended) The interface apparatus for the display system according to claim 14, wherein the driver is inputted receives the first data at 30 frames per second through the video codec when the operation mode display system is in the active mode and displays the image and text of the received first data on the screen at the same speed.

23. (Currently amended) The interface apparatus for the display system according to claim 14, wherein the driver is inputted receives the first data at 5 frames per second through the video codec when the operation mode display system is in the standby mode and displays the image and text of the received first data on the screen at the same speed.

24. (Currently amended) The interface apparatus for the display system according to claim 14, wherein the second data includes comprises an animation and/or a text to be displayed as a background of a one of the still image or only and text only.

25. (Currently amended) The interface apparatus for the display system according to claim 14, wherein the driver includes:

a serial buffer temporarily storing the first and second data inputted received from the main CPU; and

two OSD (on screen display) memories being alternately receiving inputted the first and second data through the serial buffer; and storing it the received first and second data, wherein

~~the two OSD memories are constructed in parallel and parallel constructed so as to read pre-stored data from the other memory when the data is stored in the memory.~~

26-28. (Cancelled)

29. (Currently amended) An interface apparatus for displaying data of a liquid crystal display (LCD) system with reduced power consumption in a standby mode, comprising:

a main CPU (Central Processing Unit) outputting one of first data including and second data, the first data comprising at least one of an image and a text in accordance with an operation active mode of a LCD (liquid crystal display) system and the second data comprising at least one of a still image and still text according to a standby mode of the LCD system;

a video codec being inputted receiving the data and outputting the first data by interfacing with the main CPU when the operation mode LCD system is an in the active mode; and

a LCD (liquid crystal display) driver being inputted receiving one of the first data and the second data, the first data received through the video codec in accordance with the active mode of the LCD system, being directly inputted and the second data received from the main CPU through the an I2C interface without passing through the video codec in accordance with the standby mode of the LCD system and displaying the received second data on a screen of the LCD system in the standby mode, wherein the video codec is not operated in the standby mode.

30-44. (Cancelled)

45. (New) A method for displaying data of a display system, comprising:

outputting data comprising one of an image and text when the display system is in an active mode;

outputting data comprising one of a still image and still text when the display system is in a standby mode; and

receiving the data through a video codec in the active mode and through an interface without passing through the video codec in the standby mode of the display system and displaying the received data on a screen of the display system, wherein the video codec is not operated in the standby mode.